LEARNING NEW SKILLS, PROFICIENCIES, & LANGUAGES

An alternate method for your D&D 5e Character to learn new skills, proficiencies, and languages

Learning new skills can help develop a character and create more of a personal connection for the player. Skills are typically learnt only when a character is created. Additional skills can be picked up through feats such as 'Skilled' from the Player's Handbook, and 'Skill Expert' from Tasha's Cauldron of Everything. However, these methods can seem a bit of a meta way of gaining skills with little character explanation as to how these were gained.

Overview

The following is a summary of the homebrew rulings for gaining new skills and proficiencies:

Any skills that grant proficiency or expertise in new skills or proficiencies are unable to be used as they conflict with this system.

character must spend time learning it from someone who is already proficient. Alternatively, a character can teach themselves from a book or by practicing. This takes longer, however.

To become an expert, a character much learn from someone who already has expertise in that skill or proficiency. This cannot be learned from a book.
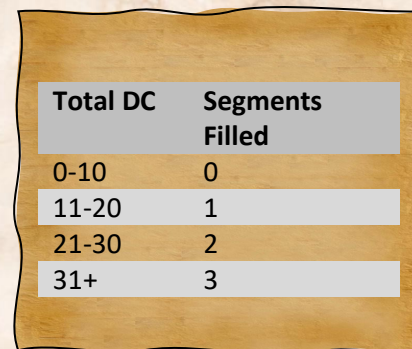
Learning a skill or proficiency requires a combined roll from both the teacher and student and both must spend the equivalent of 4 hours in game to learning the skill.

- The teacher rolls a straight Charisma check
- The student rolls a straight Intelligence check
- The total of both rolls determines the outcome of the study time. The higher the result, the quicker the skill or proficiency is learnt.

How to Become Proficient

This method of learning a skill or proficiency is heavily inspired by the downtime system from Blades in the Dark in which the player fills a segmented clock of sorts to determine when a task is completed.

To learn using this system, a player must fill a 16-segment clock to become proficient. There are two ways to learn a skill or proficiency: from someone who is already proficient, or from a book. Both ways require the player to devote at least 4 hours at a time to fill their clock.

Total DC	Segments Filled
0-10	0
11-20	1
21-30	2
31+	3

Learning from a Teacher

Learning from a teacher can allow a player to fill their progress clock faster.

For every day you spend at least 4 hours learning the skill or proficiency, both the teacher and student roll 1d20. The teacher adds Charisma modifier, and the student Intelligence. The combined result determines how many segments are filled based on this table:

Teaching yourself

Teaching yourself is an easier process but takes longer.

For every day you spend at least 4 hours learning the skill or spent practicing with the item you are wanting to become proficient with, one segment is filled.

Once the clock is filled, the character has become proficient in that skill or gain proficiency with that item/tool.

How to Become an Expert

A character can only become an expert with skills, not proficiencies, and can add double their proficiency bonus to checks made with that skill. Becoming an expert follows the same process as above but can only be taught by someone who already has expertise in the chosen skill. It cannot be learnt from a book, or through practice and the character must already be proficient in the skill.

Once proficient, a new 16 segment clock is started and is filled in the same way as becoming proficient. Once filled, the character now has expertise in the skill or Proficiency.
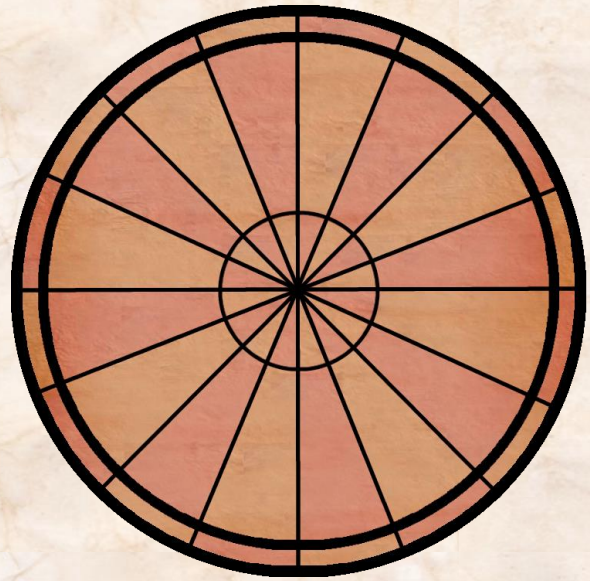

Image 1: Skill Tracker

Image 2: Wizards of the Coast - River Heroes

Credits

Images

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- *All additional, non-original, art has been taken from DMs Guild Creator Resource Sets and have not been edited other than cropping*

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Contact Details

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